



Challenge Cards

Corresponds to Lesson 4



Challenge Card Introduction

The following cards correspond to the activity in Lesson 4. They can be printed **single-sided**, the covers for the cards are optional.

These cards provide four challenges that students can refer to when making a game.

For more challenge cards, visit Challenge Cards at:
<http://learningguide.gamestarmechanic.com>.



Do Not Pass!

Create a game with barriers and obstacles that you have to get by in order to win (or move to the next level).

Creating puzzles for your player to solve is a powerful way to control progress through a game. Creating complex enemy movement patterns can create obstacles too.



Gamestar Challenge



Home

Create a game about your neighborhood. Spaces in the real world can be great inspiration for games.

Think about who lives in your neighborhood and how you would represent them in a game. Ask "what is unique about my neighborhood?" Think about what people like to do there, how they move around, and the places you like to go.



Gamestar Challenge



Sunrise to Sunset

Create a game that starts in the morning and ends at night.

Changes in the day can be expressed through a change in mechanic (do you do different things in the morning than at night?), the use of backgrounds, music, or a sequence of levels.



Gamestar Challenge



Amazing Race

Create a game about an amazing race.

Timers create pressure and mark the beginning and end of a race. Design a racecourse with a challenging space (long, narrow, or full of obstacles). Think about making shortcuts and detours to give racers some choice in where they go.



Gamestar Challenge

